

## INDEX

- air assault, 7-10
  - air movement plan, 7-11
  - ground tactical plan, 7-10
  - landing plan, 7-10
  - loading plan, 7-11
  - staging plan, 7-11
  - task force, 7-10
- air defense, 8-22 (illus)
  - passive, 8-26
  - short-range air defense systems, 8-23
    - M6 Bradley Linebacker, 8-23, 8-24 (illus)
    - Stinger MANPADS, 8-23 through 8-25 (illus)
    - Sentinel radar, 8-25, 8-26 (illus)
  - warnings, 8-26
  - weapon control status, 8-23
- angle T, 8-9 (illus)
- automatic fire, B-3
  - characteristics, B-3
    - beaten zone, B-4
    - cone of fire, B-4
    - danger space, B-4
    - maximum ordinate, B-3
    - trajectory, B-3
- classifications of, B-4
  - enfilade, B-4
  - fixed, B-4
  - flanking, B-4
  - frontal, B-4
  - grazing, B-4
  - oblique, B-4
  - plunging, B-4
  - searching, B-4
  - traversing, B-4
  - traversing and searching, B-4
- rates of fire, B-5
  - cyclic, B-5
  - rapid, B-5
  - sustained, B-5
- techniques, B-3
  - assault, B-3
  - direct lay, B-3
  - from a defilade position B-3
  - overhead, B-3
  - types of targets, B-5
    - area, B-5
    - point, B-5
- checkpoints, 7-21
  - deliberate, 7-23 (illus)
- close-air support, 8-16
  - AC-130 gunship, 8-16
- close combat, 1-1
- combat engineer support, 8-20
  - engineer platoon, 8-20
  - assault and obstacle platoon, 8-20
- combat power, 1-2
  - capabilities, 1-3
  - firepower, 1-2
  - information, 1-3
  - leadership, 1-3
  - limitations, 1-4
  - maneuver, 1-2
  - protection, 1-2
  - tactical employment, 1-4
- combat service support, 1-3, 4-9, 5-12, 9-1
  - classes of supply, 9-2
  - development of plan, 9-1
  - resupply, 9-3 through 9-6
    - emergency, 9-5
    - prestock, 9-5
    - routine, 9-3 through 9-5
- combat support, 1-3
- command and control, 2-1
  - components, 2-1
  - leadership, 2-1
- command launch unit, F-1, F-2 (illus)
- command operational picture, 2-2, 2-3
- convoy, 7-12
  - actions at ambush, 7-16 (illus)
  - actions at obstacle, 7-19 (illus)
  - actions during halts, 7-19, 7-20 (illus)
  - actions on contact, 7-15
  - escort, 7-13, 7-14 (illus)
  - independent, 7-15 (illus)

- danger areas, 3-13 through 3-19
    - crossing (dismounted), 3-15 through 3-17
      - small open areas, 3-16, 3-17 (illus)
      - large open areas, 3-15, 3-16 (illus)
      - linear, 3-17, 3-18 (illus)
    - crossing (mounted), 3-13
      - bounding overwatch, 3-14, 3-15 (illus)
      - traveling overwatch, 3-13, 3-14 (illus)
    - enemy contact in, 31-8
  - dead space, H-2, H-7 (illus)
  - defensive operations, 5-1
    - battlefield operating systems, 5-6
      - air defense, 5-12
      - countermobility, 5-9
        - tactical obstacles, 5-9
        - protective obstacles, 5-10
        - wire obstacles, 5-10, 5-11 (illus)
        - obstacle lanes, 5-11
    - fire support, 5-8
    - maneuver, 5-6
      - depth and dispersion, 5-6
      - displacement and disengagement, 5-7, 5-8
      - flank positions, 5-7
    - mobility, 5-9
    - survivability, 5-11
  - characteristics, 5-1, 5-2
  - coordination, 5-25
  - engagement area, 5-12 through 5-16
  - fighting positions, 5-46
    - preparation of, 5-47
      - Stage 1, 5-47, 5-48 (illus)
      - Stage 2, 5-48, 5-49 (illus)
      - Stage 3, 5-49, 5-50 (illus)
      - Stage 4, 5-50, 5-51 (illus)
    - types of, 5-52
      - AT4, 5-57
      - deliberate, 5-58 (illus)
      - hasty, 5-52 (illus), 6-19
      - Javelin, 5-56 (illus)
      - machine gun, 5-55 (illus)
      - one-soldier, 5-53 (illus)
      - three-soldier, 5-54, 5-55 (illus)
      - two-soldier, 5-53, 5-54 (illus)
      - trenches, 5-60 (illus)
  - positions, 5-16
    - establishment of, 5-20
      - firing position, 5-20
      - range card, 5-20
      - sector sketches, 5-21
    - occupation of, 5-16 through 5-18
    - security, 5-19
      - observation posts, 5-19
    - weapons placement, 5-22
      - individual BFVs, 5-22
      - Javelin, 5-24
      - M203, 5-25
      - M240B and M249, 5-24
      - rifleman, 5-25
  - retrograde, 5-38
    - delay, 5-46
      - from alternate positions, 5-46
      - from subsequent positions, 5-46
    - retirement, 5-46
    - withdrawal, 5-38
      - disengagement, 5-40 through 5-46
      - not under pressure, 5-38, 5-39 (illus)
      - under pressure, 5-39, 5-40 (illus)
  - sequence, 5-2 through 5-5
  - techniques, 5-26
    - battle position, 5-27 through 5-31
    - in sector, 5-26, 5-27 (illus)
    - perimeter, 5-34, 5-35 (illus)
    - reverse slope, 5-36 (illus), 5-37
    - strong point, 5-31 through 5-34, 6-19
- deviation correction, 8-8
- deviation spotting, 8-6 (illus)
  - with binoculars, 8-8 (illus)
- formations, 3-1 through 3-9
  - dismounted, 3-5 through 3-9
    - fire team, 3-6
      - file, 3-7 (illus)
      - wedge, 3-6 (illus)
    - squad, 3-7
      - column, 3-7, 3-8 (illus)
      - file, 3-8, 3-9 (illus)
      - line, 3-8 (illus)

- mounted, 3-1 through 3-5
  - coil and herringbone, 3-4, 3-5 (illus)
  - column, 3-1, 3-2 (illus)
  - echelon, 3-4 (illus)
  - line, 3-3 (illus)
  - wedge, 3-2, 3-3 (illus)
  - platoon, 3-9
- field artillery support, 8-13 (*see also* urban operations)
- fragmentary order, 2-5, 2-7
- fratricide, D-1
- indirect fire support, 8-1
- linkup operations, 7-4
  - steps, 7-5
  - planning, 7-5
- maximum engagement line, H-2, H-8 (illus)
- mortar support, 8-12 (*see also* urban operations)
  - types of, 8-12
    - illumination, 8-12
    - smoke, 8-12
    - suppression, 8-12
- movement techniques, 3-9
  - bounding overwatch (dismounted), 3-13
  - bounding overwatch (mounted), 3-11 (illus)
  - traveling (dismounted), 3-12 (illus)
  - traveling (mounted), 3-9, 3-10 (illus)
  - traveling overwatch (dismounted), 3-12 (illus)
  - traveling overwatch (mounted), 3-10 (illus)
- observation posts, 7-21
- offensive operations, 4-1
  - actions on contact, 4-9 through 4-13
  - ambush, 4-25 through 4-32
    - category, 4-26
      - deliberate, 4-26
      - hasty, 4-26
    - formations, 4-26
      - linear, 4-26, 4-27 (illus)
      - L-shaped, 4-27 (illus)
  - type, 4-27
    - antiarmor, 4-31 (illus)
    - area, 4-30 (illus)
    - point, 4-28 through 4-30
- approach march, 4-16
  - advance guard, 4-16
  - flank or rear guard, 4-17
  - main body, 4-17
- attack, 4-18, 4-19 (illus)
  - consolidation, 4-23
  - isolate the objective, 4-22
  - movement to objective, 4-20 through 4-22
  - reconnaissance, 4-19
  - reorganization, 4-24
- battlefield operating systems, 4-8, 4-9
- characteristics, 4-1
  - audacity, 4-2
  - concentration, 4-1
  - surprise, 4-1
  - tempo, 4-2
- counterattack, 4-33
- forms of maneuver, 4-3
  - envelopment, 4-3 (illus)
  - frontal attack, 4-6
  - infiltration, 4-4, 4-5 (illus)
  - penetration, 4-5, 4-6 (illus)
  - turning movement, 4-4 (illus)
- demonstration, 4-33
- feint, 4-33
- raid, 4-32
- search and attack, 4-17
  - organization of forces, 4-17
    - finishing force, 4-18
    - fixing force, 4-18
    - reconnaissance force, 4-17
- sequence, 4-6 through 4-8
- spoiling attack, 4-33
- tactical tasks, 4-34
  - seize, 4-34 through 4-36
  - clear, 4-37 through 4-30
    - general terrain, 4-37
    - restricted terrain, 4-37
    - below ground, 4-39

- suppress, 4-40
- attack by fire, 4-41
- bypass, 4-42
- types of, 4-3
  - attack, 4-2
  - exploitations, 4-2
  - movement to contact, 4-2, 4-13
    - command and control, 4-14
    - defensive considerations, 4-16
    - developing the situation, 4-14
    - techniques, 4-14
      - approach march, 4-14,
      - search and attack, 4-14
  - pursuit, 4-2
- operations (*see also* defensive operations, linkup operations, offensive operations, and urban operations)
- order, 2-5 through 2-7
  - issue, 2-21
- passage of lines, 7-6
  - forward, 7-7
  - planning, 7-6
  - rearward, 7-7
- platoon organization, 1-4, 1-5 (illus)
  - dismounted, 1-5
  - mounted, 1-5, A-1 (illus)
- platoon responsibilities, 1-6
  - Bradley commander, 1-8
  - Bradley driver, 1-8
  - Bradley gunner, 1-8
  - platoon leader, 1-6
  - platoon sergeant, 1-7
  - master gunner, 1-7
  - rifle squad leader, 1-8
  - section leader, 1-7
  - squad members, 1-9
    - antiarmor specialist, 1-9
    - automatic rifleman, 1-9
    - grenadier, 1-9
    - rifleman, 1-9
  - team leader, 1-9
- range cards, H-1
  - completed, H-10 (illus)
- range correction, 8-10
  - bracketing, 8-10
    - hasty, 8-11 (illus)
    - successive, 8-10 (illus)
  - creeping, 8-11, 8-12 (illus)
- range spotting, 8-10
- reconnaissance, 7-1
  - before and after operations, 7-2
  - during operations, 7-2
  - execution, 7-1
  - forms of, 7-3
    - area, 7-4
    - route, 7-3
    - zone, 7-4
  - planning, 7-1
- rehearsal, 2-22
- relief in place, 7-8
  - coordination, 7-8
  - planning, 7-8
  - sequential, 7-9
  - simultaneous, 7-10
- rifle-launched entry munitions, 6-13 (illus)
- roadblocks, 7-21
- rules of engagement, G-9
- sector sketches, H-11
  - squad and section, H-12 (illus)
  - platoon, H-13, H-14 (illus)
- target reference point, G-4, G-5 (illus), H-1
- troop-leading procedures, 2-6 through 2-22
  - course of action, 2-7
    - analysis, 2-19
    - comparison and selection, 2-20
    - development, 2-17 through 2-19
  - mission analysis, 2-7 through 2-17
  - reconnaissance, 2-20
- urban operations, 6-1
  - breach, 6-7
    - ballistic, 6-7, 6-11
    - conduct of, 6-10
    - explosive, 6-7, 6-11

- locations, 6-13
- mechanical, 6-7, 6-13
- clearing techniques, 6-16
- consolidation, 6-17
- combat multipliers, 6-29
  - antiarmor weapons, 6-35
  - attack helicopters, 6-34, 8-18
    - characteristics, 8-18
    - weapon systems, 8-19
  - field artillery, 6-34
  - mortars, 6-32
    - high-explosive ammunition, 6-33
    - illumination, 6-33
    - position selection, 6-32
    - role, 6-32
  - snipers, 6-35
- fighting positions, 6-24
- hasty defense, 6-19, 6-20 (illus)
- obstacles, 6-22 (illus), 6-26
- organization, 6-2, 6-3 (illus)
  - assault element, 6-3
  - breach team, 6-4
  - support element, 6-4, 6-8
- reorganization, 6-17
- warning order, 2-4, 2-6, 2-7
- weapons reference point, H-2, H-9 (illus)